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THAT WHICH IS CLAIMED:

1. A method of providing multiple tile shapes from one tile mold, comprising the steps of:

providing a first tile shape by use of said tile mold; and

10 providing a second tile shape by providing a channel configured to facilitate breakage of the second tile shape into two separate tiles.

2. The method of claim 1, wherein two similar shapes are provided for said second tile.

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3. The method of claim 1 wherein said first tile shape is an S-tile shape and said two separate tiles of said second tile shape are two-Piece Mission tile shapes, one being a “cap” type and one being a “pan” type.

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- 5 4. A method of providing multiple tile shapes from one tile mold, comprising
the steps of:
- providing a first tile shape by use of said tile mold and a first slipper;
 providing a second tile shape by use of said tile mold and a second slipper
10 providing a separation channel; and
 breaking said second tile shape along said separation channel.

5 5. A method of providing a tile shape, simulating two tile shapes, from one
tile mold, comprising the steps of:
 providing a first tile shape by use of said tile mold; and
 providing the simulation of two separate second tile shapes by a single tile
shape by providing a simulation interface channel at a location between two portions of
10 said first tile.

 6. The method of claim 5, wherein two similar shapes are simulated for said
second tile shapes.

15 7. The method of claim 5 wherein said first tile shape is an S-tile shape and
said second tile shapes are Mission tile shapes.

 8. The method of claim 5 wherein said simulation interface channel is
20 darkened to provide a shadow effect.

 9. The method of claim 5 wherein said simulation interface channel is
rectangular.

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- 5 10. A method of providing a single tile simulating multiple tile shapes from
one tile mold, comprising the steps of:
 providing a first tile shape by use of said tile mold and a first slipper; and
 providing a second tile shape by use of said tile mold and a second slipper,
said second slipper providing a simulation interface channel.
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11. A method of providing multiple tile shapes from one tile mold, comprising
the steps of:
 providing a first tile shape by use of said tile mold;
 providing a second tile shape by providing a breakage channel configured
15 to facilitate breakage of the second tile shape into two separate tiles;
 forming a plurality of said second tile shapes; and
 breaking only a portion of said plurality of said second tile shapes.
12. A method of providing a roof structure, comprising the steps of:
20 providing a first tile shape by use of said tile mold, said first tile shape
having a generally “S”-shaped transverse cross section and including a cap portion;
 providing a second tile shape having a generally “S”-shaped transverse
cross section second tile shape but also including a pair of breakage channels configured
to facilitate breakage of the second tile shape into three sections, two of which simulate
25 mission-shaped tiles having a generally “C”-shaped transverse cross section, having
differing lengths;
 installing said first tile shape atop a supporting structure; and
 attaching the shorter of the two mission-shaped tiles atop the cap portion
of said S-shaped tile.
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